

Scott Adams'

BOOK OF HINTS

FOR ADVENTURES 1 THROUGH 12
ALSO INCLUDES SPECIAL MAP MAKING SECTION



THE ADVENTURES...

#ADVENTURELAND — Wander through an enchanted realm and try to recover the 13 lost treasures. There are wild animals and magical beings to reckon with as well as many other perils and mysteries. Can you rescue the Blue Ox from the quicksand? You'll never know until you try ADVENTURE #1! This is the Adams Classic which started the whole ball of wax! Try it, you won't be sorry. Difficulty Level: Moderate

#2 PIRATE ADVENTURE — The lost treasures of Long John Silver lie hidden somewhere — will you be able to recover them? Only by exploring this strange island! You will be able to uncover the clues necessary to lead you to your elusive goal! Difficulty Level: Beginner

#3 MISSION IMPOSSIBLE — In this exciting Adventure, time is of the essence as you race the clock to complete your mission in time — or else the world's first automated nuclear reactor is doomed! So, tread lightly and don't forget your bomb detector! If you survive this challenging mission, consider yourself a true Adventurer! Difficulty Level: Advanced

#4 VODOO CASTLE — The Count has fallen victim to a fiendish curse placed on him by his enemies. There he lies, with you his only possible hope. Will you pull off a rescue, or is he down for the Count for good? Difficulty Level: Moderate

#5 THE COUNT — It begins when you awake in a large brass bed in a castle somewhere in Transylvania. Who are you, what are you doing here and WHY did the postman deliver a bottle of blood? Who can say...but somewhere a centuries-old evil lies in dark wait... Difficulty Level: Moderate

#6 STRANGE ODYSSEY — At the galaxy's rim, there are rewards aplenty to be harvested from a long-dead alien civilization, including fabulous treasures and advanced technologies far beyond human ken! Will you be able to recover them and return home? Prepare yourself for the incredible! Difficulty Level: Moderate

#7 MYSTERY FUN HOUSE — This Adventure puts you into a mystery fun house and challenges you to find your way through and back out of it. Sure to baffle you for quite a while, the MYSTERY FUN HOUSE is patiently waiting for you to enter. So, step right up and get your tickets he-yah! Difficulty Level: Moderate

#8 PYRAMID OF DOOM — This is an Adventure that will transport you into a maddeningly dangerous land of crumbling ruins and trackless desert wastes — into the very PYRAMID OF DOOM! Jewels, gold — it's all here for the plundering — if you have the expertise to pull its recovery off! Difficulty Level: Moderate

#9 GHOST TOWN — You must explore a once-thriving mining town in search of the 13 hidden treasures. With everything from rattlesnakes to runaway horses, it sure ain't going to be easy! And — they don't call them ghost towns for nothing, pardner! Includes a special bonus scoring system too! Difficulty Level: Advanced

#10 SAVAGE ISLAND PART I — A small island in a remote ocean holds an awesome secret — will you be able to discover it? This is the beginning of a two-part Adventure, the second half concluding as SAVAGE ISLAND PART 2, ADVENTURE #11. NOTE: This one's a toughie — for experienced Adventurers only! Difficulty Level: Advanced

#11 SAVAGE ISLAND PART II — The suspense begun with Adventure #10 now comes to an explosive conclusion with SAVAGE ISLAND PART III! This Adventure requires you to have successfully finished #10 wherein you were given the password to begin this final half. The plot thickens as you wind your way through glowing corridors in search of the elusive clue that will enable you to solve the riddle of the island. NOTE: For experienced Adventurers only! Difficulty Level: Advanced

#12 GOLDEN VOYAGE — The king lies near death in the royal palace. You have only three days to bring back the elixir needed to rejuvenate him. Journey through the lands of magic fountains, sacred temples, stormy seas and gold, gold, GOLD! Can you find the elixir in time? This one is for experienced Adventurers only! Difficulty Level: Advanced

— SKILL KEY —

BEGINNER: Excellent introductory Adventure; ideal for younger players or first-time Adventurers. Minimum problem-solving skills required. Average completion time: 5 hours or more.

MODERATE: Recommended for players with some Adventuring experience. Moderate problem-solving skills required. Average completion time: 5 to 10 hours or more.

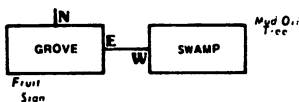
ADVANCED: Recommended for experienced players. Advanced problem-solving skills required. Completion time will vary substantially with experience.

THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES

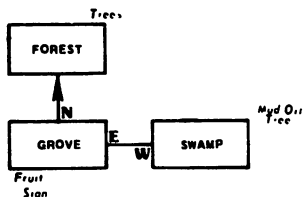
Each room is represented by a box with the name of the room in it, and all original items found in it noted alongside.



Directions from a location are indicated by a line coming out of anywhere on the box, but with the direction leaving the box indicated by the first letter of that direction.

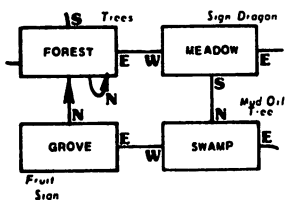


The above shows it is East from the grove to the swamp and West from the swamp to the grove. In the case of being able to go only in one direction, an arrow is put at the end of the path.

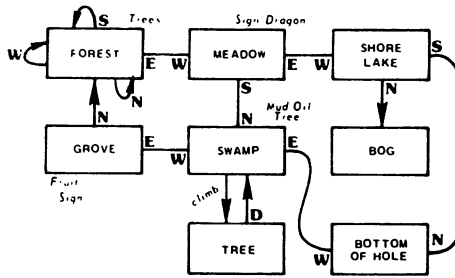


This indicates that upon leaving the grove you go north to the forest, but that you cannot return!

The best way to use this system is that, upon entering a location, you draw a line representing each possible exit and its direction. Later you connect them to rooms as you continue your exploration.



The advantage is that you will not forget to explore an exit once you get past your initial probe. Another advantage of this system is that you never need to redraw your map as you stick extra locations anywhere on your paper.



Also notice that on the forest the exets N, S, W are available, but that they all return to the forest! Note also that as additional locations were found off the swamp, the map was not redrawn. Instead, the locations were simply put where needed. And since we "climb tree" instead of going in a particular compass heading, we wrote that as directions to leave the swamp.

I hope you will find this an easy system to use. You should find that once you start using it, you will spend less time mapping or wandering around lost than you may have in the past! P.S. - Systems analyst may recognize this system as a modified H.I.P.O. diagram used to indicate program flow and control.

HAPPY ADVENTURING

Scott Adams

Scott Adams

HOW TO USE ADVENTURE HINTS

First, go to the Adventure you are working on. Read the questions until you get where you are stuck. The numbers underneath refer to the dictionary listed at the end. Match each number with its associated word and you'll find an Adventure clue! Also remember to look back up at the top of the screen after each command as things may change in your current location!

HAPPY ADVENTURING — Scott Adams, Chief Adventurer

In event this Hint Book still doesn't solve your problem, write down exactly where you are stuck & what you have done. Send this information along with a stamped self addressed envelope to Adventure Hints, Box 3435, Longwood, FL 32750 for additional help. Do **not** call Adventure. Hints will **not** be given out over the phone.

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***** ADVENTURE 1 HINTS AND SOLUTIONS *****

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Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- 1 - STUCK IN THE FOREST?
4 71 40 11 142 56 22 122
- 2 - More help for above problem.
137 148
- 3 - Solution to above problem.
80 5

- 4 - CAN NOT FIND WHERE TO STORE YOUR TREASURES?
137 40 57 148 56 40 8
- 5 - More help for above problem.
138 40 145
- 6 - Solution to above problem.
106 46 40 57 148 150 102 40 54

- 7 - CAN NOT CATCH THE FISH?
43 44 75 133 96 103 49 40 38
- 8 - More help for above problem.
22 73 71 86 31
- 9 - Solution to above problem.
138 40 6 49 77 126 40 73

- 10 - CAN NOT WAKE THE DRAGON?
85 63 123 61 56 40 141 72 58 34 109
49 40 62 118 75 13
- 11 - More help for above problem.
151 71 56 40 90
- 12 - Solution to above problem.
67

- 13 - IS IT TOO DARK TOO SEE?
102 35 81
- 14 - More help for above problem.
138 40 116 126 82 126 94 20 54
- 15 - Solution to above problem.
135 40 78 108 116 126 82

- 16 - STUCK IN THE PIT?
75 139 3
- 17 - More help for above problem.
87 40 3 95 108 40 42 142
- 18 - Solution to above problem.
87 114 115 121 66 91

- 19 - CAN NOT GET THE OX OUT OF THE BOG?
75 139 3
- 20 - More help for above problem.
26 71 98 9 126 100 52 45 138 100 129

- 21 - Solution to above problem.
87 53 121 66 145 126 9 126 89 105 59

- 22 - BRICK WALL A PROBLEM?
10 145 32 26
- 23 - More help for above problem.
147 26 125
- 24 - Solution to above problem.
65 83 108 8 132 126 147 125 40 19
108 26

- 25 - NEED TO CROSS A CHASM?
26 71 50 70 55 16 80 30 26
- 26 - More help for above problem.
113 75 58 1 26
- 27 - Solution to above problem.
144

- 28 - BEAR A PROBLEM?
112 71 60
- 29 - More help for above problem.
75 104 24 22 124 28 56 40 90
- 30 - Solution to above problem.
111 90 61 91

- 31 - BEAR STILL USING UP A TREASURE?
25 13 75 143 47 32 88
- 32 - More help for above problem.
152 84 117 126 101
- 33 - Solution to above problem.
2 32 40 92

- 34 - BEES A PROBLEM?
85 16 110 16 56 36 48
- 35 - More help for above problem.
75 139 99 20 40 8
- 36 - Solution to above problem.
93 15

- 37 - MUD DRIES UP A LOT?
130 26 79
- 38 - More help for above problem.
93 77
- 39 - Solution to above problem.
93 6 49 77

- 40 - LAVA A PROBLEM?
90 71 41 30 29 134

41 - More help for above problem.

127 20 40 19

42 - Solution to above problem.

27 7 108 68 127

43 - DRAON STILL SNORING?

138 90 30 22 151

44 - More help for above problem.

147 125 40 140 12 21 71 23 28

45 - Solution to above problem.

67

46 - BEES DYING ON YOU?

138 39 97

47 - More help for above problem.

6 40 67 126 138 3

48 - Solution to above problem.

138 40 91 126 107 149 22 81 40 6

49 - MISSING SOME DIAMOND TREASURES?

40 78

50 - More help for above problem.

17 74 16 12 50 51 33 119

51 - Solution to above problem.

131 78 115

52 - MISSING A CROWN?

76 64 22 37 136

53 - More help for above problem.

26 71 69 40 92

54 - Solution to above problem.

80 18 14 146 128 92 120 61

* DICTIONARY *

1 MAKE

2 YELL

3 MAGIC

4 WHAT

5 EAST

6 BOTTLE

7 LAVA

8 SWAMP

9 OX

10 THROW

11 MAIN

12 BUT

13 DO

14 ROOM

15 MUD

16 -

17 REMEMBER

18 THRONE

19 WALL

20 FROM

21 THERE

22 A

23 ANOTHER

24 FIND

25 HOW

26 IT

27 DAM

28 WAY

29 MANY

30 FOR

31 HANDY

32 AT

33 GREEDY

34 BE

35 BOTTOMLESS

36 BEE

37 CROWN

38 PITS

39 FASTER

40 THE

41 GOOD

42 RIGHT

43 WAIT

44 UNTIL

45 SO

46 DOWN

47 MAD

48 HIVE

49 OF

50 NOT

51 TOO

52 GROVE

53 BUNYON

54 STUMP

55 FAR

56 IN

57 CYPRESS

58 CAN

59 GROUND

60 HUNGRY

61 ON

62 LAST

63 AGAIN

64 DOES

65 FILL

66 HOLDING

67 BEES

68 FIRE

69 NEAR

70 THAT

71 IS

72 THIS

73 NET

74 ALADIN

75 YOU

76 WHERE

77 WATER

78 LAMP

79 MOIST

80 GO

81 HOLE

82 STEEL

83 BLADDER

84 YOUR

85 TRY

86 VERY

87 SAY

88 SOMEONE

89 SEARCH

90 MIRROR

91 RUG

92 BEAR

93 CARRY

94 SOMETHING

95 WORD

96 GOTTEN

97 TRANSPORTATION

98 PAUL'S

99 PROTECTION

100 HIS

101 ...

102 ENTER

103 OUT

104 WILL

105 ABOVE

106 CHOP

107 OR

108 WITH

109 ONE

110 HELP

111 DROP

112 HE

113 REALLY

114 AWAY

115 TWICE

116 FLINT

117 TEMPER

118 THINGS

119 NOW

120 WAS

121 WHILE

122 FOREST

123 LATER

124 BETTER

125 UP

126 AND

127 BRICKS

128 LEDGE

129 TOOL

130 KEEP

131 RUB

132 GAS

133 HAVE

134 CLUES

135 LIGHT

136 BELONG

137 CLIMB

138 USE

139 NEED

140 DRAGON

141 ADVENTURE

142 OBJECT

143 GET

144 JUMP

145 AX

146 BY

147 BLOW

148 TREE

149 PUNCH

150 THEN

151 CLUE

152 LOSE

***** ADVENTURE 2 HINTS AND SOLUTIONS *****

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Read the questions until you get to where you are stuck.

The numbers underneath refer to the dictionary listed at the end.

Match each number with its associated word and you'll find an Adventure clue or solution!

1 - CAN NOT LEAVE THE ROOM?

42 11 37 14

2 - More help for above problem.

51 48 16 48

3 - Solution to above problem.

86 14

4 - HAVE NOT FOUND A BOOK?

51 71

5 - More help for above problem.

64 71

6 - Solution to above problem.

79 2 97 71

7 - HAVE NOT FOUND A BAG?

121 106 27 37 2 37 66 107

8 - More help for above problem.

9 112 83

9 - Solution to above problem.

6 54 83

10 - CAN NOT SEEM TO LEAVE THE FLAT AT ALL?

51 48 16 48 113 37 85 19 119 37 99

11 - More help for above problem.

1 37 2

12 - Solution to above problem.

51 48 95 116 48 94 108 37 2 119 37 99

13 - DO YOU KEEP FALLING OFF THE LEDGE?

106 78 88 75

14 - More help for above problem.

41 68 78 117

15 - Solution to above problem.

129 61

16 - CAN NOT GET THE CHEST?

44 37 84

17 - More help for above problem.

51 105 97 37 69

18 - Solution to above problem.

25 84 37 91

19 - HAVE NOT FOUND CRACK IN THE ROCK?

5 21 113 37 28

20 - More help for above problem.

5 21 127 104 115 37 28

21 - Solution to above problem.

86 28

22 - IS IT TOO DARK TOO SEE?

7 37 103

23 - More help for above problem.

64 37 103

24 - Solution to above problem.

36 103 19 32 93 26 37 40

25 - CAN NOT OPEN THE CHEST?

6 114 113 37 76

26 - More help for above problem.

79 105 97 37 31 19 15 125 3

27 - Solution to above problem.

128 60 97 46 26 120 19 87 79 37 46 87
79 37 12

28 - HAVE NOT FOUND CROCODILES?

28

29 - More help for above problem.

1 28 13

30 - Solution to above problem.

6 101 113 28 19 124

31 - CROCODILES A PROBLEM?

89 78 100

32 - More help for above problem.

77

33 - Solution to above problem.

42 77 48 42 80 48 79 4 48

34 - DOES YOUR CROC FOOD ESCAPE YOU?

96 8

35 - More help for above problem.

4 123 5 56

36 - Solution to above problem.

82 4 26 35 115 73 111

37 - CAN NOT GET BEYOND PIRATE'S ISLAND?

9 113 37 39

38 - More help for above problem.

29 37 122

39 - Solution to above problem.

10 59 53 77 121 74 37 122

40 - NEE AN ANCHOR?

38 37 130

41 - More help for above problem.

77

42 - Solution to above problem.

42 77 48 24 43 48

43 - NEED A MAP?

122

44 - More help for above problem.

57 21 37 23

45 - Solution to above problem.

9 113 37 39 90

46 - CAN NOT GET PAST THE SNAKES?

29 37 67

47 - More help for above problem.

20 49 110 18 98 37 45 115 47 81

48 - Solution to above problem.

92

49 - CAN NOT FIND THE SECOND
TREASURE?

1 33

50 - More help for above problem.

51 48 63 30 48 87 48 24 48

51 - Solution to above problem.

42 125 37 70 87 48 63 30 48 87 48 24
48

52 - PIRATE WILL NOT GET ABOARD?

24 112

53 - More help for above problem.

24 127 37 102

54 - Solution to above problem.

25 84 91 87 65 52 11 48 58 17 62 50 53

55 - MISSING A TREASURE?

36 37 126

56 - More help for above problem.

29 37 34 109

57 - Solution to above problem.

29 37 120

58 - CAN NOT END THE GAME?

51 48 55 48

59 - More help for above problem.

72 22 113 34 118

60 - Solution to above problem.

72 22 113 37 69 19 48 55 48

*** DICTIONARY ***

1 READ	34 RIGHT	67 MONGOOSE	100 HUNGRY
2 BOOK	35 BOTTLE	68 FEET	101 CAVE
3 LONDON	36 OPEN	69 FLAT	102 BEACH
4 FISH	37 THE	70 FIELD	103 BAG
5 IT	38 NEAR	71 BOOKCASE	104 TOP
6 ENTER	39 CHEST	72 LEAVE	105 SOMETHING
7 REMEMBER	40 MATCHES	73 SEA	106 YOU
8 DRY	41 YOUR	74 READING	107 CHANGED
9 LOOK	42 GO	75 OFF	108 HOLDING
10 BUILD	43 ANCHOR	76 ROCK	109 TOOL
11 UP	44 BRIBE	77 LAGOON	110 THAT
12 KEYS	45 PIECES	78 ARE	111 WATER
13 DESCRIPTION	46 RUG	79 GET	112 AROUND
14 STAIRS	47 EIGHT	80 NORTH	113 IN
15 RETURN	48 -	81 CRITTER	114 CRACK
16 HELP	49 ABOUT	82 CARRY	115 OF
17 WILL	50 CLOSE	83 UPSTAIRS	116 YOHO
18 I	51 TRY	84 PIRATE	117 SLIPPERY
19 AND	52 HIM	85 ALCOVE	118 PLACE
20 SORRY	53 BY	86 CLIMB	119 OUTSIDE
21 IS	54 PASSAGE	87 THEN	120 HAMMER
22 TREASURES	55 SCORE	88 SLIPPING	121 AFTER
23 CHARM	56 WET	89 THEY	122 PLANS
24 DIG	57 TWICE	90 AGAIN	123 LIKE
25 GIVE	58 HE	91 RUM	124 EXPLORE
26 WITH	59 SHIP	92 PARROT	125 TO
27 GOT	60 NAILS	93 TORCH	126 BOX
28 HILL	61 SNEAKERS	94 WHILE	127 ON
29 USE	62 BE	95 SAY	128 REMOVE
30 30	63 PACE	96 TOO	129 WEAR
31 SHED	64 EXAMINE	97 FROM	130 KEEL
32 LIGHT	65 WAKE	98 MEANT	
33 MAP	66 ROOM	99 WINDOW	

***** ADVENTURE 3 HINTS AND SOLUTIONS *****

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Read the questions until you get to where you are stuck.

The numbers underneath refer to the dictionary listed at the end.

Match each number with its associated word and you'll find an Adventure clue or solution!

1 - CAN NOT GET THROUGH THE WHITE DOOR?

40 69 47 29

2 - More help for above problem.

35 7 69 33 44 20 1 65

3 - Solution to above problem.

40 29 67 35 54 67 35 49

4 - CAN NOT GET THROUGH YELLOW DOOR?

57 52 17 11 27

5 - More help for above problem.

42 27

6 - Solution to above problem.

14 77 68 27

7 - BOMB GOING OFF AFTER GETTING KEY?

66 8 2 31 47 27 67 30 64 5 60 55 49 9

8 - More help for above problem.

70 50

9 - Solution to above problem.

12 50 34 51 46 34 43 74 59 10 27

10 - STILL CAN NOT GET THROUGH YELLOW DOOR?

13 69 29

11 - More help for above problem.

35 7 67 49 3

12 - Solution to above problem.

69 29 35 52 26 35 54 26 35 49

13 - CAN NOT GET THROUGH BLUE DOOR?

15 19 18 56 22 25

14 - More help for above problem.

13 61 47 23

15 - Solution to above problem.

53 47 23

16 - CAN NOT GET THROUGH THE JAMMED DOOR?

15 21 16 76 27

17 - More help for above problem.

71 39 75 48 1 38 28 37

18 - Solution to above problem.

35 73 48 58 47 4

19 - CAN NOT DEFUSE THE BOMB?

45 0

20 - More help for above problem.

24 0

21 - Solution to above problem.

63 24 6 47 32

22 - STILL CAN NOT DEFUSE THE BOMB?

72 47 41

23 - More help for above problem.

62 47 32

24 - Solution to above problem.

63 24 6 37 69 33 36

*** DICTIONARY ***

1 SOMETHING	21 THOUGH	41 WIRES	61 WITH
2 CAMERA	22 UP	42 BREAK	62 MOVE
3 LAST	23 MOP	43 HIS	63 POUR
4 DOOR	24 WATER	44 ORDERS	64 HOW
5 YOU	25 TOOL	45 PAIL	65 HAPPENS
6 ON	26 THEN	46 HIM	66 NOTE
7 BUTTONS	27 WINDOW	47 THE	67 -
8 TV	28 TO	48 OR	68 THROUGH
9 ROOM	29 CHAIR	49 WHITE	69 IN
10 BROKEN	30 REMEMBER	50 SABOTEUR	70 EXAMINE
11 OUTSIDE	31 ABOVE	51 USE	71 PUT
12 FRISK	32 BOMB	52 YELLOW	72 CUT
13 PLAY	33 DIFFERENT	53 SHAKE	73 HARD
14 THROW	34 AND	54 RED	74 BADGE
15 LOOK	35 PUSH	55 INTO	75 SHOULDER
16 6	36 ROOMS	56 CLEAN	76 INCH
17 KEY	37 IT	57 NEED	77 RECORDER
18 A	38 LOWER	58 KICK	
19 FOR	39 YOUR	59 BY	
20 UNTILL	40 SIT	60 GOT	

***** ADVENTURE 4 HINTS AND SOLUTIONS *****

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Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|--|--|
| 1 - HAVE NOT GOT A RING YET?
26 18 13 57 49 | 21 - Solution to above problem.
24 88 38 27 |
| 2 - More help for above problem.
43 97 | 22 - STUCK CHIMNEY SWEEP?
63 57 42 99 91 9 56 28 |
| 3 - Solution to above problem.
43 97 65 7 22 65 66 95 | 23 - More help for above problem.
66 9 56 93 70 48 15 34 |
| 4 - CAN NOT GET PAST THE STONE DOOR?
77 93 95 | 24 - Solution to above problem.
40 29 |
| 5 - More help for above problem.
7 2 58 34 93 51 | 25 - CRACK IN THE WALL A PROBLEM?
73 93 23 34 32 68 |
| 6 - Solution to above problem.
89 95 2 93 80 | 26 - More help for above problem.
20 18 93 90 85 93 95 |
| 7 - HAVE NOT FOUND A SAFE?
79 72 60 | 27 - Solution to above problem.
89 20 5 78 |
| 8 - More help for above problem.
94 93 6 | 28 - MISSING RABBIT'S FOOT OR FOUR
LEAF CLOVER?
30 18 5 47 31 93 61 5 69 |
| 9 - Solution to above problem.
66 93 83 88 66 93 72 60 | 29 - More help for above problem.
7 31 88 85 47 37 45 |
| 10 - CAN NOT READ THE PLAQUE?
16 10 | 30 - Solution to above problem.
7 74 65 4 31 65 17 75 |
| 11 - More help for above problem.
77 26 34 53 1 | 31 - CURSE STILL HOLDING?
82 64 23 41 93 8 67 71 |
| 12 - Solution to above problem.
19 39 3 62 36 65 52 93 50 65 77 93 98 | 32 - More help for above problem.
92 14 57 52 93 44 |
| 13 - NEED LIGHT?
87 81 | 33 - Solution to above problem.
92 14 93 8 67 59 18 84 11 93 22 |
| 14 - More help for above problem.
86 | 34 - WINDOW STILL SLAMMING SHUT?
66 46 |
| 15 - Solution to above problem.
21 86 | 35 - More help for above problem.
55 93 25 76 |
| 16 - EXPLODING CHEM TUBES A PROBLEM?
94 6 | 36 - Solution to above problem.
55 93 33 |
| 17 - More help for above problem.
35 54 | |
| 18 - Solution to above problem.
55 93 96 | |
| 19 - TINY DOOR TOO SMALL FOR YOU?
12 27 | |
| 20 - More help for above problem.
24 27 | |

• DICTIONARY •

1 LIGHT	26 IT	51 WALL	76 ITEM
2 AT	27 CHEMICALS	52 HAVE	77 READ
3 OR	28	53 SCANT	78 CRACK
4 MOVE	29 SWEEP	54 YOURSELF	79 REMOVE
5 BY	30 ONE	55 CARRY	80 DOOR
6 ARMORY	31 KETTLE	56 OUT	81 ?
7 LOOK	32 HER	57 YOU	82 LISTEN
8 GOOD	33 CLOVER	58 STONE	83 SWORD
9 HIM	34 IN	59 CHARM	84 ALSO
10 LENS	35 PROTECT	60 HEADS	85 REMEMBER
11 ON	36 DARK	61 OTHER	86 IDOL
12 EXAMINE	37 SMALL	62 SOMEWHERE	87 DUSTY
13 WHERE	38 DRINK	63 IF	88 AND
14 SURE	39 FIREPLACE	64 TO	89 WAVE
15 CAME	40 PUSH	65 -	90 KEY
16 NEED	41 ABOUT	66 GET	91 PULL
17 GO	42 CAN	67 LUCK	92 BE
18 IS	43 OPEN	68 CHMABER	93 THE
19 ENTER	44 DOLL	69 NETTLES	94 TRY
20 BAG	45 PASSAGE	70 WAY	95 RING
21 CLEAN	46 LUCKY	71 CHARMS	96 SHIELD
22 COUNT	47 A	72 ANIMAL	97 COFFIN
23 MEDIUM	48 HE	73 SUMMON	98 PLAQUE
24 MIX	49 STARTED	74 GRAVE	99 NOT
25 RIGHT	50 GLASS	75 HOLE	

***** ADVENTURE 5 HINTS AND SOLUTIONS *****

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Read the questions until you get to where you are stuck.

The numbers underneath refer to the dictionary listed at the end.

Match each number with its associated word and you'll find an Adventure clue or solution!

1 - CAN NOT GET OUT OF BED?

94 106 87 106

2 - More help for above problem.

41 99 85 108

3 - Solution to above problem.

62 99

4 - CAN NOT FIGURE OUT WHAT YOU ARE DOING HERE?

91 116

5 - More help for above problem.

67 43 85 70 58

6 - Solution to above problem.

66 64

7 - CAN NOT WORK THE DUMBWAITER?

52 61 85 106 87 106

8 - More help for above problem.

26 40 34 68 88 57 40

9 - Solution to above problem.

52 61 106 29 61 106 1 16 61 106

10 - CAN NOT LEAVE THE DUMBWAITER?

88 28 96 51

11 - More help for above problem.

66 108

12 - Solution to above problem.

66 21

13 - CAN NOT FIND DRACULA'S CRYPT?

66 116 80 43 85 76 43

14 - More help for above problem.

6 2 80 48 93

15 - Solution to above problem.

115 45 57 86 85 6 60 46

16 - PROBLEM WITH A LOCKED DOOR?

94 106 87 106

17 - More help for above problem.

95 80 42 109 28 90

18 - Solution to above problem.

20 80 102 13 80 31 8

19 - HAVE NOT FOUND THE MATCHES?

61

20 - More help for above problem.

88 59 19 49 39

21 - Solution to above problem.

66 61 106 16 61 106 66 21 106

22 - NEED SOME MORE LIGHT?

111 11 78

23 - More help for above problem.

6 47 80 105 118

24 - Solution to above problem.

66 105 106 111 78

25 - CAN NOT GET OUT OF THE PIT?

117

26 - More help for above problem.

45

27 - Solution to above problem.

115 45 57 117 85 66 105

28 - FLAG POLE BREAKING ALOT?

115 45 15

29 - More help for above problem.

94 48

30 - Solution to above problem.

115 45 57 50

31 - PESKY BAT BUGGING YOU?

17 26 33 72 92

32 - More help for above problem.

88 69 103 34 112 84

33 - Solution to above problem.

17 80 4 9 54

34 - CAN NOT FIND DRACULA'S COFFIN?

89 81 19 80 23

35 - More help for above problem.

38 69 87

36 - Solution to above problem.

3 11 113 19 80 23

37 - GETTING ROBBED ALOT?

30 11 74 107 119 63 69 53 62 57

38 - More help for above problem.

65

39 - Solution to above problem.

20 102 106 10 110 85 113 83 71 106 75
57 102 80 35 55 34

40 - CAN NOT OPEN THE COFFIN?

94 12 88 28 77 57 79 5

41 - More help for above problem.

80 101 28 63

42 - Solution to above problem.

44 88 9 54

43 - COFFIN LOCK A PROBLEM?

75 80 25

44 - More help for above problem.

25 28 37 36

45 - Solution to above problem.

114 97 54 73 32 52 25

46 - STILL CAN NOT KILL DRACULA?

34 82 40 88 104 24 18

47 - More help for above problem.

14 88 80 54 98

48 - Solution to above problem.

100 102 60 7 9 54 85 32 22 63 80 27 56

*** DICTIONARY ***

1 OR

2 OUT

3 SMOKE

4 GARLIC

5 EMPTY

6 CLIMB

7 COFFIN

8 CLIP

9 AT

10 HIDE

11 A

12 WHEN

13 WITH

14 FIX

15 ELSEWHERE

16 RAISE

17 CARRY

18 SLEEPS

19 IN

20 PICK

21 ROOM

22 KILL

23 CRYPT

24 HE

25 OVEN

26 WHAT

27 NEXT

28 IS

29 LOWER

30 FIND

31 PAPER

32 THEN

33 VAMPIRES

34 YOU

35 DOOR

36 HEATED

37 SOLAR

38 SMOKING

39 DIRECTIONS

40 DO

41 WAKE

42 MAILMAN

43 CASTLE

44 OPEN

45 SHEET

46 DOWN

47 INTO

48 BEDROOM

49 TWO

50 BED

51 EASY

52 ENTER

53 NOT

54 NIGHT

55 BEHIND

56 DAY

57 TO

58 PATH

59 GOES

60 ON

61 DUMBWAITER

62 GET

63 DRACULA

64 GATE

65 CLOSET

66 GO

67 LEAVE

68 WANT

69 CAN

70 FOLLOW

71 HERE

72 DON'T

73 TIME

74 DUSTY

75 REMEMBER

76 LOOK

77 SUPPOSED

78 MATCH

79 BE

80 THE

81 SIGN

82 MUST

83 PACK

84 BREATH

85 AND

86 SOMETHING

87 HELP

88 IT

89 READ

90 USEFULL

91 WALK

92 LIKE

93 WINDOW

94 TRY

95 POSTCARD

96 REAL

97 UNTILL

98 BEFORE

99 UP

100 BREAK

101 BAT

102 LOCK

103 GIVE

104 AS

105 PIT

106 -

107 PLACE

108 ...

109 BRINGS

110 STAKE

111 LIGHT

112 BAD

113 CIGARETTE

114 WAIT

115 TIE

116 OUTSIDE

117 RING

118 FIRST

119 WHERE

***** ADVENTURE 6 HINTS AND SOLUTIONS *****

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Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

1 - HAVE NOT BEEN ABLE TO LEAVE THE SHIP?

11 27 91

2 - More help for above problem.

73 27 60 61

3 - Solution to above problem.

73 60 100 13 71

4 - VACUUM A PROBLEM?

41 27 104

5 - More help for above problem.

11 27 104

6 - Solution to above problem.

120 93 81 109 77 102 103 117 27 104

7 - CAN NOT GET OFF THE SHIP?

17 87 7 51 31

8 - More help for above problem.

13 5 17

9 - Solution to above problem.

74 121 97 27 64 20 27 105

10 - HAVE ONLY FOUND A BOULDER?

11 62

11 - More help for above problem.

84 62 120 67 24 85 46 113

12 - Solution to above problem.

84 62 24 120 67 24 108 80

13 - CAN NOT DO ANYTHING MUCH IN HEXAGONAL ROOM?

11 38 103 42 24 114 24

14 - More help for above problem.

106 58 24 6 52 82 111 27 50

15 - Solution to above problem.

3 66 24 73 66 24 25 38 24 13 92

16 - CAN NOT GET ANYWHERE ELSE?

86

17 - More help for above problem.

98 17 122 126 124 125 127 129 123

128 27 68

18 - Solution to above problem.

3 66 24 73 66 24 25 38

19 - AIR RUNS OUT ON YOU?

102 27 33 18 27 1 70 27 81 87 22

20 - More help for above problem.

59 49 63 27 76 32 94

21 - Solution to above problem.

26 56 63 76 94 24 73 75 24 73 72

22 - CAN NOT MAKE ANYTHING OUT OF THE PICTURE?

41 44

23 - More help for above problem.

11 44

24 - Solution to above problem.

73 61 20 44 24 41 44 24 11 101

25 - HIGH GRAVITY GETTING YOU DOWN?

44 103 101 87 27 39

26 - More help for above problem.

11 19

27 - Solution to above problem.

88 69 121 19 24 41 69 24 95 2 24

28 - CAN NOT GET HATCH OPEN?

14 9 78 54 27 39

29 - More help for above problem.

37 102 27 10

30 - Solution to above problem.

37 102 27 10 35 27 83 121 27 99 48

31 - NEED A POWER CRYSTAL?

11 27 90 12

32 - More help for above problem.

23 98 109 36 63 30 21

33 - Solution to above problem.

15 118 27 66 63 27 40 50 103 85 17

34 - CAN NOT RETURN TO PLANETOID AND SCOUT SHIP?

53 27 66 109 43 16 27 68

35 - More help for above problem.

73 3 25 24 112 79 87 116 34

36 - Solution to above problem.

3 66 24 25 38 24 73 66 24 25 38 24 13

92

37 - MISSING AN ICE DIAMOND?

8 96 103 65 57 107 100 89

38 - More help for above problem.

29 63 115 55

39 - Solution to above problem.
119 96 63 65 57 107 100 89 35 27 8 45
103 62

40 - DO NOT KNOW WHERE TO STORE YOUR
TREASURES?
110 118 63 47 28 94

41 - More help for above problem.
11 91

42 - Solution to above problem.
73 4 61 20 91

*** DICTIONARY ***

1 GUAGE
2 BUCKLE
3 PULL
4 BLUE
5 FOR
6 AFTER
7 A
8 ICE
9 GRAVITY
10 HATCH
11 EXAMINE
12 CRYSTAL
13 GO
14 HIGH
15 BREAK
16 RESET
17 IT
18 IF
19 SCULPTURE
20 ON
21 SHAPE
22 BREATHABLE
23 WHAT
24 -
25 TOUCH
26 CONNECT
27 THE
28 SCOUT
29 DIG
30 THAT
31 ACTION
32 SPACE
33 SUIT

34 LONG
35 WITH
36 REMEMBER
37 PRY
38 PLASTIC
39 CLUE
40 HEXAGONAL
41 WEAR
42 TRY
43 MUST
44 GOGGLES
45 PICK
46 TWO
47 YOUR
48 COLONY
49 AROUND
50 ROOM
51 SIMPLE
52 FEELING
53 USING
54 HOLDS
55 PLAIN
56 HOSE
57 SNOW
58 GENTLE
59 PLAY
60 RED
61 BUTTON
62 PHASER
63 IN
64 AIRLOCK
65 METHANE
66 ROD

67 DESTROY
68 GATEWAY
69 BELT
70 SAYS
71 DOOR
72 WHITE
73 PUSH
74 JUMP
75 BLACK
76 ALIEN
77 CAN
78 WORLD
79 SEQUENCE
80 BOULDER
81 AIR
82 DISORIENTED
83 METAL
84 SET
85 USE
86 REPEAT
87 IS
88 GET
89 EXPLORE
90 BROKEN
91 CONSOLE
92 CURTAIN
93 SAVE
94 SHIP
95 TWIST
96 HOUND
97 OUTSIDE
98 DO
99 MINING

100 THEN
101 PAINTING
102 OPEN
103 AND
104 SPACESUIT
105 LEDGE
106 BE
107 STORM
108 SHOOT
109 YOU
110 BLAST
111 LEAVE
112 THIS
113 COMMANDS
114 HELP
115 GRASSY
116 TOO
117 CLOSE
118 OFF
119 DROP
120 TO
121 FROM
122 AGAIN
123 SERVICED
124 ARE
125 6
126 THERE
127 MAIN
128 BY
129 LOCATIONS

***** ADVENTURE 7 HINTS AND SOLUTIONS *****

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Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|---|---|
| 1 - CAN NOT GET INTO THE FUN HOUSE?
135 115 62 29 13 | 22 - STILL STUCK IN THE PIT?
18 62 29 15 |
| 2 - More help for above problem.
128 131 29 102 74 131 29 2 | 23 - More help for above problem.
133 44 |
| 3 - Solution to above problem.
136 29 139 50 48 29 87 94 138 29 124 | 24 - Solution to above problem.
42 29 109 94 133 44 61 29 20 |
| 4 - LOST IN THE MAZE?
24 49 126 9 | 25 - HAVE NOT FOUND WRENCH?
100 55 118 |
| 5 - More help for above problem.
120 60 94 33 110 41 | 26 - More help for above problem.
105 61 29 26 47 65 81 106 23 62 100 55 118 |
| 6 - Solution to above problem.
110 29 38 48 132 88 46 56 89 61 114 | 27 - Solution to above problem.
90 8 48 26 134 128 129 21 97 62 7 79 76 125 84 |
| 7 - CAN NOT LEAVE THE BARREL ROOM?
28 56 25 66 117 66 116 66 133 47 70 | 28 - PROBLEMS MOVING THE GRATE?
42 80 |
| 8 - More help for above problem.
59 | 29 - More help for above problem.
42 113 22 29 71 98 35 82 5 121 |
| 9 - Solution to above problem.
12 107 119 72 57 | 30 - Solution to above problem.
63 29 102 |
| 10 - HAVE NOT GOTTEN A KEY?
39 | 31 - DO NOT KNOW WHY YOU ARE AT THE FUN HOUSE?
36 122 113 91 |
| 11 - More help for above problem.
106 40 | 32 - More help for above problem.
28 56 69 29 91 47 96 |
| 12 - Solution to above problem.
52 40 29 1 | 33 - Solution to above problem.
108 29 91 61 113 73 |
| 13 - MERRY-GO-ROUND A PROBLEM?
16 6 74 128 137 | 34 - HAVE FOUND NO EXPLOSIVES?
103 11 30 |
| 14 - More help for above problem.
29 101 104 46 29 92 | 35 - More help for above problem.
67 30 83 14 |
| 15 - Solution to above problem.
128 131 101 122 6 48 | 36 - Solution to above problem.
85 50 74 136 29 32 48 41 |
| 16 - HAVE NOT FOUND THE SPECS ?
4 | 37 - GRATE INSIDE SEWER A PROBLEM?
53 41 129 |
| 17 - More help for above problem.
28 56 43 29 4 | 38 - More help for above problem.
24 29 58 112 68 |
| 18 - Solution to above problem.
111 4 | 39 - Solution to above problem.
130 29 10 7 |
| 19 - CAN NOT GET THROUGH A DOOR?
51 127 46 17 | 40 - SHOOTING GALLERY PROBLEMS WHEN IN SEWER?
19 86 99 |
| 20 - More help for above problem.
45 27 31 34 54 95 | |
| 21 - Solution to above problem.
76 35 56 138 64 77 7 76 3 37 | |

*** DICTIONARY ***

1 COMB	36 PLAY	71 OTHER	106 EXAMINE
2 TREE	37 FIND	72 W	107 R
3 MAY	38 ROOMS	73 SHOE	108 REMOVE
4 KNOB	39 TANK	74 AND	109 TRAMPOLINE
5 COME	40 MERMAID	75 PUT	110 MAP
6 SPECS	41 IT	76 YOU	111 PULL
7 DOOR	42 USE	77 ANY	112 FROM
8 POLE	43 PUSH	78 FRONT	113 YOUR
9 EASY	44 OUT	79 AS	114 THEM
10 STORM	45 DOORS	80 WRENCH	115 SIGN
11 TYPE	46 IS	81 -	116 SKIP
12 C	47 BUT	82 NEVER	117 RUN
13 COUNTER	48 ON	83 TASTES	118 ROUND
14 BAD	49 TRYING	84 IN	119 A
15 GALLERY	50 GUM	85 CHEW	120 DROP
16 WEAR	51 SORRY	86 TELLING	121 OFF
17 CORRECT	52 GIVE	87 BRANCH	122 WITH
18 SOMETHING	53 BLOW	88 THERE	123 SHOOTING
19 FORTUNE	54 EMPLOYEES	89 ALOT	124 COIN
20 PIT	55 GO	90 CLIMB	125 CAME
21 REMEMBER	56 NOT	91 HEEL	126 ITS
22 HEAD	57 L	92 KEY	127 THAT
23 CEILING	58 NOISE	93 ND	128 LOOK
24 KEEP	59 BABY	94 TO	129 UP
25 WALK	60 THINGS	95 ONLY	130 CLOSE
26 HORSE	61 OF	96 ...	131 AT
27 ARE	62 BY	97 BUTTON	132 PAPER
28 DO	63 SLIDE	98 BOLT	133 JUMP
29 THE	64 THROUGH	99 MACHINE	134 THEN
30 EXPLOSIVE	65 HIGHER	100 MERRY	135 READ
31 FOR	66 OR	101 MIRROR	136 STICK
32 FUSE	67 PLASTIC	102 GRATE	137 AROUND
33 HELP	68 SPREADING	103 SOFT	138 GET
34 PARK	69 FIX	104 ROOM	139 CHEWED
35 WILL	70 MOVE	105 TOP	

***** ADVENTURE 8 HINTS AND SOLUTIONS *****

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Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|---|--|
| 1 - CAN'T GET IN THE PYRAMID?
2 93 19 5 67 34 19 27 | 21 - Solution to above problem.
64 19 66 54 57 19 31 42 |
| 2 - More help for above problem.
11 19 58 | 22 - LIGHT TOO BRIGHT?
63 71 13 48 25 |
| 3 - Solution to above problem.
65 19 70 67 38 19 4 66 51 11 19 5 | 23 - More help for above problem.
62 50 |
| 4 - CAN'T GET IN THE TINY DOOR?
69 | 24 - Solution to above problem.
62 50 12 19 61 9 19 33 |
| 5 - More help for above problem.
51 | 25 - OYSTER A PROBLEM?
8 1 47 59 60 19 14 |
| 6 - Solution to above problem.
22 | 26 - More help for above problem.
29 53 68 19 14 |
| 7 - NOMAD IS TROUBLE?
72 49 26 21 36 | 27 - Solution to above problem.
68 19 44 19 7 |
| 8 - More help for above problem.
63 46 23 | 28 - DO NOT KNOW WHERE TO STORE TREASURES?
70 |
| 9 - Solution to above problem.
18 19 23 | 29 - More help for above problem.
78 |
| 10 - CAN NOT GET BY MUMMY?
47 87 96 75 84 | 30 - Solution to above problem.
88 70 20 78 100 67 95 79 51 |
| 11 - More help for above problem.
92 90 | 31 - MISSING NECKLACE?
81 |
| 12 - Solution to above problem.
3 73 | 32 - More help for above problem.
97 |
| 13 - PURPLE WORM A PROBLEM?
35 19 41 15 | 33 - Solution to above problem.
97 74 83 81 |
| 14 - More help for above problem.
22 37 60 19 41 | 34 - POISON NEEDLE A PROBLEM?
80 46 89 |
| 15 - Solution to above problem.
40 26 30 20 29 60 19 41 | 35 - More help for above problem.
98 47 |
| 16 - PHARAOH A PROBLEM?
28 34 19 16 67 52 56 | 36 - Solution to above problem.
98 31 42 |
| 17 - More help for above problem.
6 34 5 26 36 | 37 - MISSING SCARAB?
82 |
| 18 - Solution to above problem.
103 19 102 51 43 19 32 17 19 58 83 6
39 34 19 5 | 38 - More help for above problem.
94 82 |
| 19 - BRICKED DOORWAY A PROBLEM?
64 19 66 | 39 - Solution to above problem.
94 99 100 26 76 100 |
| 20 - More help for above problem.
65 55 67 45 10 | 40 - MISSING TREASURE?
91 77 |

41 - More help for above problem.
91 85 101

42 - Solution to above problem.
91 86

• DICTIONARY •

1 DID	27 DESERT	53 NOT	79 THEM
2 DIG	28 LOOK	54 WHILE	80 PROTECT
3 DOUSE	29 DO	55 MAD	81 TABLE
4 TINY	30 NOTHING	56 CLEAN	82 WALL
5 PYRAMID	31 IRON	57 WEARING	83 OF
6 LIQUID	32 RUBY	58 POOL	84 POWER
7 JERKY	33 COIN	59 WRONG	85 TRASH
8 YOU	34 IN	60 WITH	86 SKULL
9 FOR	35 LEAVE	61 FLOOR	87 GIVES
10 IT	36 USEFUL	62 FEEL	88 TAKE
11 ENTER	37 MESS	63 USE	89 HAND
12 ON	38 UNLOCK	64 HIT	90 BURNING
13 BLIND	39 ACID	65 GET	91 EXAMINE
14 RATS	40 THERE	66 DOOR	92 ITS
15 ALONE	41 WORM	67 AND	93 BY
16 FIREPLACE	42 GLOVE	68 FEED	94 BEYOND
17 INTO	43 THROW	69 OK.	95 READ
18 CARRY	44 OYSTER	70 ROCK	96 HIM
19 THE	45 PUNCH	71 A	97 SAW
20 TO	46 YOUR	72 SOMETIMES	98 WEAR
21 VERY	47 SOMETHING	73 LEAVES	99 MIRROR
22 DON'T	48 MAN'S	74 LEG	100 ROOM
23 GUN	49 HE	75 HIS	101 HEAP
24 WORM	50 AROUND	76 ANOTHER	102 COAL
25 SENSE	51 THEN	77 EXPLORER	103 WASH
26 IS	52 THINK	78 HIEROGLYPHICS	

***** ADVENTURE 9 HINTS AND SOLUTIONS *****

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Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|---|--|
| 1 - CAN NOT GET INTO JAIL?
39 53 45 117 160 2 132 | 21 - Solution to above problem.
44 75 85 9 |
| 2 - More help for above problem.
39 84 129 83 78 | 22 - FREEZING AT NIGHT?
93 137 170 130 62 146 |
| 3 - Solution to above problem.
48 83 78 22 62 64 167 53 | 23 - More help for above problem.
134 149 |
| 4 - NEED A KEY?
12 60 157 | 24 - Solution to above problem.
138 46 74 158 134 |
| 5 - More help for above problem.
141 15 21 | 25 - HAVE NOT FOUND ANY EXPLOSIVES?
36 74 86 |
| 6 - Solution to above problem.
141 21 163 124 100 163 108 24 163
153 55 165 | 26 - More help for above problem.
74 82 |
| 7 - STILL NEED A KEY?
55 165 10 163 76 8 163 | 27 - Solution to above problem.
168 52 |
| 8 - More help for above problem.
8 117 127 120 173 11 127 116 17 156 | 28 - STILL HAVE NOT FOUND ANY EX-
PLOSIVES?
31 94 15 150 |
| 9 - Solution to above problem.
76 72 | 29 - More help for above problem.
88 59 |
| 10 - HORSE A PROBLEM?
168 70 133 19 | 30 - Solution to above problem.
88 104 166 7 126 163 52 163 121 163 |
| 11 - More help for above problem.
66 128 | 31 - STILL HAVING PROBLEMS WITH EX-
PLOSIVES?
59 111 137 154 |
| 12 - Solution to above problem.
97 79 | 32 - More help for above problem.
142 |
| 13 - HORSE A PROBLEM?
13 111 69 70 128 | 33 - Solution to above problem.
161 142 60 104 |
| 14 - More help for above problem.
28 | 34 - CAN NOT GET TO MOUNTAINS?
101 118 |
| 15 - Solution to above problem.
78 128 60 83 78 5 178 176 175 31 177
15 66 70 128 | 35 - More help for above problem.
59 117 119 4 |
| 16 - CAN NOT LEAVE INDIAN VILLAGE?
12 60 77 | 36 - Solution to above problem.
6 |
| 17 - More help for above problem.
12 30 5 174 20 62 15 143 | 37 - CAN NOT FIND - GO BOARD -?
12 60 38 74 61 |
| 18 - Solution to above problem.
97 112 | 38 - More help for above problem.
34 38 |
| 19 - HAVE NOT FOUND A MINE?
164 118 | 39 - Solution to above problem.
12 74 158 |
| 20 - More help for above problem.
103 1 15 107 | 40 - STILL CAN NOT FIND - GO BOARD -?
12 74 158 134 |

- 41 - More help for above problem.
141 125
- 42 - Solution to above problem.
91 38 110 34 59
-
- 43 - DO NOT HAVE A CUP?
12 74 61 159 152
- 44 - More help for above problem.
48 23 137 27
- 45 - Solution to above problem.
171 74 61 159 152
-
- 46 - CAN NOT OPEN SAFE?
12 74 145 25
- 47 - More help for above problem.
56 104 49
- 48 - Solution to above problem.
56 104 14 21 5 108 24 74 145 25
-
- 49 - MISSING FURS?
12 74 145 25
- 50 - More help for above problem.
109
- 51 - Solution to above problem.
168 109 41
-
- 52 - PIANO PLAYER A PROBLEM?
13 117 148
- 53 - More help for above problem.
13 42 137 115 32 163 73 128 135 31 71 128
- 54 - Solution to above problem.
114
-
- 55 - MISSING GOLD NUGGET?
12 54
- 56 - More help for above problem.
151 37
-
- 57 - Solution to above problem.
164 62 15 40 17 15 162 5 36 74 15 99 71 15 37 87
-
- 58 - MISSING A TREASURE?
136 123
- 59 - More help for above problem.
80
- 60 - Solution to above problem.
36 74 136 123 0
-
- 61 - DO NOT HAVE \$200?
113 117 74 15 106
- 62 - More help for above problem.
140 63 147 17 65 163 51 59 163 5 88 59 15 9 147 163 140 9 147 17 65 163 51 59 163 5 88 59 63 147
- 63 - Solution to above problem.
81 164 41 163 57 164 163 31 29 105 139
-
- 64 - SNAKE A PROBLEM?
48 58
- 65 - More help for above problem.
122 117 15 169 47
- 66 - Solution to above problem.
48 3 90
-
- 67 - BONUS SCORE A PROBLEM?
31 26 16 96 67 74 15 68 144
- 68 - More help for above problem.
122 102 155 56 62 31 59 43 174 172 89 59 117 92
- 69 - Solution to above problem.
23 50 98 67 68 33 5 95 112 3 131 35 18

* DICTIONARY *

1 OUT	46 BELL	91 TAPE	136 BOOT
2 OUTSIDE	47 WEST	92 HARD	137 A
3 YOUR	48 USE	93 FIND	138 RING
4 WIDE	49 BEHIND	94 HAVE	139 \$200
5 AND	50 KEEP	95 SEE	140 TAKE
6 JUMP	51 NEGATE	96 MANY	141 MOVE
7 SALT	52 CHARCOAL	97 SAY	142 KEG
8 TOPPER	53 DOOR	98 DOING	143 INDIAN
9 FIRST	54 PIANO	99 ROOF	144 ORDER
10 SAID	55 MORSE	100 WIRES	145 LINE
11 FOR	56 LEAVE	101 CROSS	146 SLEEP
12 PLAY	57 PASS	102 ONE	147 PART
13 HE	58 FORCE	103 CLEAR	148 VAIN
14 BY	59 IT	104 GUNPOWDER	149 SERVICE
15 THE	60 WITH	105 COLLECT	150 TOOLS
16 DO	61 SALOON	106 DICTIONARY	151 READ
17 OF	62 TO	107 BRUSH	152 NIGHT
18 GOES	63 SECOND	108 TAP	153 DECODE
19 BACK	64 OPEN	109 FLOOR	154 CONTAINER
20 FRIENDLY	65 SENTENCE	110 THEN	155 WE
21 SAFE	66 SPUR	111 NEEDS	156 CLOTHING
22 MAGNET	67 THINGS	112 HOW	157 TELEGRAPH
23 JUST	68 RIGHT	113 CONTRAPOSITIVE	158 HOTEL
24 KEY	69 SOMETHING	114 CLAP	159 AT
25 SHACK	70 ON	115 BIG	160 NO
26 MUST	71 LIKE	116 ITEM	161 FILL
27 MATCH	72 HAT	117 IS	162 MINE
28 HOOFS	73 LET	118 RAVINE	163 -
29 WILL	74 IN	119 NOT	164 GO
30 TOM-TOM	75 TUMBLEWEEDS	120 ENGLISH	165 CODE
31 YOU	76 SHAKE	121 SULFUR	166 FROM
32 EGO	77 DRUMS	122 THIS	167 JAIL
33 AWAY	78 SHOE	123 HILL	168 GET
34 BREAK	79 GIDDYUP	124 CONNECT	169 WILD
35 SCORE	80 SHOVEL	125 BED	170 WARM
36 DIG	81 HOLDING	126 PETER	171 DANCE
37 MAP	82 MANURE	127 AN	172 DONE
38 MIRROR	83 HORSE	128 HIM	173 TERM
39 EXAMINE	84 COMPASS	129 NEAR	174 BE
40 BOTTOM	85 UP	130 PLACE	175 AFTER
41 BOARD	86 FIELD	131 BONUS	176 FOUND
42 HAS	87 SAYS	132 LATCH	177 USED
43 CAN	88 MAKE	133 HIS	178 NAILS
44 BURN	89 BUT	134 ROOM	
45 THERE	90 GUN	135 KNOW	

***** ADVENTURE 10 HINTS AND SOLUTIONS *****

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Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

1 - HAVE NOT FOUND BOTTLE?

107

2 - More help for above problem.

109 11 74

3 - Solution to above problem.

107 7 109 91 69 11 74 80

4 - HAVE NOT FOUND A BEAR?

90 133

5 - More help for above problem.

57 131 21 75 103

6 - Solution to above problem.

90 30 11 88 50 20

7 - HAVE NOT FOUND THE KNIFE?

18

8 - More help for above problem.

113 124

9 - Solution to above problem.

18 113

10 - STILL HAVE NOT FOUND KNIFE?

18 113 7 124

11 - More help for above problem.

110 120

12 - Solution to above problem.

18 7 67 77 35 34 18 113

13 - CAN NOT OUTLIVE HURRICANE?

135 101 75 83 17 134 86

14 - More help for above problem.

7 75 30

15 - Solution to above problem.

7 75 32 66 75 94

16 - CAN NOT GET OUT OF THE VOLCANO?

18

17 - More help for above problem.

61 71 49 66 124 4 7 75 124

18 - Solution to above problem.

18 81 108 75 124 0

19 - HURRICANE WINDS A PROBLEM?

34 136 104 126 110 34 113

20 - More help for above problem.

100 104 138

21 - Solution to above problem.

100 10 59 72 121 75 96

22 - BEAR STILL A PROBLEM?

61 94 11 44 79

23 - More help for above problem.

63 28 75 87

24 - Solution to above problem.

123 128 16 21 52 42 125 46 41 32

25 - HAVE NOT BEEN OFF THE ISLAND YET?

61 105

26 - More help for above problem.

72 11 118 11 130 22 102 127 33

27 - Solution to above problem.

40 59 106 7 75 58

28 - CAN NOT ALWAYS CONTROL THE RAFT?

114 25

29 - More help for above problem.

117 82 106 119

30 - Solution to above problem.

116 64 118 126 23 21 75 106 137 47 20
89 126 70 99 34 43 51 20

31 - PROBLEMS WITH A STALACTITE?

61 20

32 - More help for above problem.

20 22 24 91 75 84 122

33 - Solution to above problem.

56 36 38 20

34 - NEED SOME LIGHT?

124

35 - More help for above problem.

85 1 22 37

36 - Solution to above problem.

100 75 85 53 75 15 12

37 - MACHINERY NOT WORKING?

74 7 5 66 129

38 - More help for above problem.

97 29 126 116 115

39 - Solution to above problem.

107 7 75 98 68 91 62 69 19 55

40 - NEED A PASSWORD?

9 126 54 35 75 112 132

41 - More help for above problem.

39 73 126 75 139 0

42 - Solution to above problem.

60 139 75 13

43 - LOSING SOMETHING EARLY IN THE
ADVENTURE THAT YOU NEED LATER ON?

78 20 101 34 43 116 20 92

44 - More help for above problem.

20 14 126 39 95

45 - Solution to above problem.

78 13 26 27 7 32 88 8 48 45

46 - DO NOT KNOW HOW TO END THE
ADVENTURE?

111 75 32 2 37

47 - More help for above problem.

93 26 75 15 12

48 - Solution to above problem.

35 76 75 6 93 26 75 15 12 47 75 32 2

28 31 66 65 3

* D I C T I O N A R Y *

1 ACTIVATED

2 MAN

3 CASE

4 WHILE

5 MAZE

6 PASSWORD

7 IN

8 LATER

9 SAIL

10 AROUND

11 AND

12 FIELD

13 RUM

14 HAS

15 FORCE

16 WATER

17 DO

18 SWIM

19 -

20 IT

21 ON

22 WILL

23 KEEP

24 MOVE

25 CORRECT

26 INTO

27 BASIN

28 IS

29 HAVE

30 VOLCANO

31 OUT

32 CAVE

33 WELL

34 YOU

35 AFTER

36 COCONUT

37 HELP

38 AT

39 BE

40 BUILD

41 BEHIND

42 ROCKY

43 CAN

44 TASTE

45 BOTTLE

46 AREA

47 WHEN

48 REFILL

49 SIDE

50 ENTER

51 REBUILD

52 HOT

53 THROUGH

54 ATOLL

55 YUCK

56 THROW

57 HIGHEST

58 LAGOON

59 A

60 GIVE

61 EXAMINE

62 YOUR

63 EVAPORATION

64 MORE

65 HIS

66 OF

67 DIFFERENT

68 GUANO

69 HANDS

70 COME

71 OTHER

72 LOG

73 NICE

74 LOOK

75 THE

76 SAYING

77 DIRECTIONS

78 POUR

79 SWEAT

80 HOLE

81 WEST

82 SPARE

83 WINDS

84 RIGHT

85 BLOCK

86 BLOW

87 KEY

88 THEN

89 STARTS

90 CLIMB

91 WITH

92 BACK

93 GO

94 BEAR

95 NON-POROUS

96 HURRICANE

97 YOU'LL

98 BAT

99 APART

100 CARRY

101 SOMEWHERE

102 WORK

103 ISLAND

104 SOMETHING

105 JUNGLE

106 RAFT

107 DIG

108 ACROSS

109 BEACH

110 HOLD

111 LET

112 CANNON

113 DOWN

114 THATS

115 YUCKY

116 GET

117 STOCK

118 VINES

119 PARTS

120 BREATHE

121 DURING

122 ITEM

123 SPILL

124 LAKE

125 CLIFF

126 TO

127 TOGETHER

128 SALT

129 CAVES

130 KNIFE

131 POINT

132 FIRES

133 THINGS

134 NOT

135 WAIT

136 NEED

137 SO

138 HEAVY

139 PIRATE

***** ADVENTURE 11 HINTS AND SOLUTIONS *****

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Read the questions until you get to where you are stuck.

The numbers underneath refer to the dictionary listed at the end.

Match each number with its associated word and you'll find an Adventure clue or solution!

1 - PROBLEM WITH VACUUM?

8 18 55 30 36

2 - More help for above problem.

15 69 56 54 45 77 54 71

3 - Solution to above problem.

49 85

4 - REACH TUNNELS BUT NO OTHER FORCE FIELDS?

32 39 61

5 - More help for above problem.

32 61 77 62 19

6 - Solution to above problem.

58

7 - PROBLEM WITH CAVEMAN?

52 21 46

8 - More help for above problem.

28 21 46

9 - Solution to above problem.

12 62 74 50 73 28 46

10 - PSYCHOTRANSFIGURATION A BIG WORD?

20 43 21 31 77 35 88

11 - More help for above problem.

23 27 41 1 75 27 24

12 - Solution to above problem.

24 57 67 21 31

13 - NEED A RAYSHIELD?

66 34 14 77 53 65 89 66 98 122 14 43

66 67 106 53

14 - More help for above problem.

7 26 9 79 77 53 65

15 - Solution to above problem.

21 76 48 21 3 1 21 79 26 139 89 144 1

66 145 129 21 124 84 125 66 113 53

65 43 21 76

16 - PSYCHOTRANSFIGURATION GO THROUGH BUT YOU ARE NOW IN THE DARK?

14 48 128 107 86

17 - More help for above problem.

7 48 137 103 130 78 94 66 1 14 48 107

128 86 1 106 48 107 134

18 - Solution to above problem.

50 62 120

19 - CAN'T FIND ANYPLACE ELSE TO GO?

76 2 17 10

20 - More help for above problem.

72 76 77 54 40

21 - Solution to above problem.

37 40 77 70 88 89 80 86 5

22 - CAN NOT GET THROUGH FORCE FIELD WITH THE LIGHT?

18 128 141 118 21 130

23 - More help for above problem.

111 21 130

24 - Solution to above problem.

102 62 120

25 - CAN NOT THROW THE LEVERS?

83 33 21 84 77 21 29 42

26 - More help for above problem.

76

27 - Solution to above problem.

81 76 1 72 6 56 91 89 101 33 14

28 - CAN NOT FIGURE WHAT TO DO NEXT?

100 112 66 90 61 121 85 21 96 140

29 - More help for above problem.

37 40 123 21 115 133 89 95 21 38 138

21 92 119 97

30 - Solution to above problem.

66 135 59 117 21 87 93

31 - STILL CAN NOT FIGURE WHAT TO DO NEXT?

60 21 131 110 21 115 104 146

32 - More help for above problem.

21 47 132 100 136

33 - Solution to above problem.

82 21 47 77 21 87 93 89 13 14 56 126

21 142 135 100 108 127 21 105 34 43

21 11

34 - STILL CAN NOT FIGURE WHAT TO DO NEXT?

21 11 116

35 - More help for above problem

25 114 90 54 99

36 - Solution to above problem.

25 114 109 66 56 21 143 63 59 95 21

38

*** DICTIONARY ***

1 -	38 BUTTON	75 TRANS	112 SURE
2 UNRAVELS	39 SOME	76 BANDANNA	113 ENDED
3 RAYSHIELD	40 LOOP	77 IN	114 HIM
4 PRODIGY	41 MINDS	78 ALL	115 CAPTAIN'S
5 HOLE	42 ROOM	79 PASSWORDS	116 KNOWS
6 THREAD	43 WITH	80 GO	117 USE
7 THERE	44 NO	81 UNTIE	118 AT
8 HOW	45 BALLOON	82 PUT	119 FORCE
9 TWO	46 FLOWER	83 WORK	120 EYES
10 MYSTERIES	47 BLOCK	84 ONE	121 THROUGH
11 ROBOPIRATE	48 IS	85 OUT	122 BRING
12 HOLD	49 BREATH	86 DARK	123 NEAR
13 SEND	50 OPEN	87 TIME	124 RIGHT
14 IT	51 PUSH	88 ROOMS	125 IF
15 WHAT	52 EAT	89 AND	126 EARTH
16 CURES	53 ADVENTURE	90 HAVE	127 USING
17 MANY	54 A	91 TREADMILL	128 NOT
18 DO	55 SWIMMERS	92 FLICKERING	129 GET
19 BLOODSTREAM	56 TO	93 TRANSPORTER	130 LIGHT
20 PLAY	57 YOURSELF	94 AROUND	131 DINOSAURS
21 THE	58 HYPERVENTILATE	95 PRESS	132 WILL
22 SURFACE	59 THEN	96 WHOLE	133 QUARTERS
23 PSYCHO	60 KILL	97 FIELD	134 EASY
24 CHANGE	61 AIR	98 MUST	135 CAN
25 LET	62 YOUR	99 TURN	136 USEFUL
26 ARE	63 CASE	100 BE	137 PLENTY
27 MEANS	64 PARENTS	101 WALK	138 FIX
28 CRUSH	65 #10	102 CLOSE	139 123
29 EXERCISE	66 YOU	103 OF	140 SHIP
30 SURVIVE	67 INTO	104 LOG	141 LOOK
31 CAVEMAN	68 PLANET'S	105 DEVICE	142 PASSWORD
32 STORE	69 HAPPENS	106 THIS	143 DISPLAY
33 ON	70 DIFFERENT	107 REALLY	144 474
34 FOUND	71 VACUUM	108 SAID	145 WOULD
35 RED	72 TIE	109 CARRY	146 SUGGESTED
36 UNDERWATER	73 CASE,	110 AS	
37 DROP	74 BREATH,	111 IGNORE	

***** ADVENTURE 12 HINTS AND SOLUTIONS *****

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Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

1 - MERCHANTS A PROBLEM?

63 34

2 - More help for above problem.

123 8 44 87 82

3 - Solution to above problem.

7 38 86 70 22

4 - SHIP WON'T MOVE?

51 26 76 111

5 - More help for above problem.

20 8 3 53 94 114 53 88 23 30 88 26 43

37 44 38 10

6 - Solution to above problem.

26 43 9 35 77 88 40 102 1 59 18 35 50

97 44 125 52

7 - SCORPIONS A PROBLEM?

107 57 74

8 - More help for above problem.

98 51 58 57 28

9 - Solution to above problem.

103 95

10 - BOAT DRIFTS AWAY ON YOU?

110 89

11 - More help for above problem.

68 89 109 69 27

12 - Solution to above problem.

99 44 62

13 - STAIRS A PROBLEM?

23 30

14 - More help for above problem.

69 49 114 21

15 - Solution to above problem.

21 36 88 21 64 0

16 - STATUE A PROBLEM?

47

17 - More help for above problem.

65 56 96

18 - Solution to above problem.

45 116 64 44 47 35 120 89

19 - CAN NOT FIND A PASSAGEWAY?

73

20 - More help for above problem.

23 93

21 - Solution to above problem.

16

22 - CAN NOT FIND TORCH OR OTHER THINGS?

89 114 109 44 24

23 - More help for above problem.

66

24 - Solution to above problem.

66 127 132 131 4 5 118 35 133 128 118

8 126 88 33 88 130 88 138 88 129

25 - DO NOT KNOW WHAT TO DO WITH THE STONES?

17

26 - More help for above problem.

98 11 124

27 - Solution to above problem.

2 46 6 33 19 55 17

28 - DO NOT KNOW WHAT TO DO WITH TABLET?

48 108 117 113 12

29 - More help for above problem.

120 44 17

30 - Solution to above problem.

99 108 109 44 91

31 - MOUNTAIN AND SUN A PROBLEM?

81 89

32 - More help for above problem.

119 44 92 84 44 80

33 - Solution to above problem.

81 15 119 44 92 6 44 14

34 - HAVE NOT FOUND THE GLOBE?

29 17 79 19 121 83 78 105 109 44 100

91

35 - More help for above problem.

40 44 91 72 78 14 35 15 122 101

36 - Solution to above problem.

120 44 41 13 121 83

37 - CAN NOT FIND CYCLOPS?

50 140 73

38 - More help for above problem.

138

- 39 - Solution to above problem.
137 138 8 134 35 123 139 135
-
- 40 - CAN NOT GET BY THE CYCLOPS?
104
- 41 - More help for above problem.
39 44 104
- 42 - Solution to above problem.
103 136 35 39 44 104 88 42 61 114 36
90 71 64 88 115 60 55 32 25

-
- 43 - STILL CAN SAVE THE KING?
54
- 44 - More help for above problem.
112 91
- 45 - Solution to above problem.
67 44 54 97 44 91 6 44 31

* DICTIONARY *

1 LIKE	37 EVERYTHING	73 ALTAR	109 IN
2 3	38 MERCHANTS	74 SELF	110 SECURE
3 TELL	39 BREAK	75 EYES	111 FLOATING
4 ON	40 TRY	76 FREE	112 LAST
5 CAVE	41 FOUNTAIN	77 TELESCOPE	113 WHERE
6 OF	42 BEWARE	78 WHEN	114 IS
7 PAY	43 NEED	79 SHOULD	115 SORRY
8 TO	44 THE	80 PEAK	116 STATUE
9 COMPASS	45 PUSH	81 SAY	117 SOME
10 HAVE	46 PIECES	82 FIRST	118 ISLAND
11 WILL	47 STAIRS	83 PLOOSHES	119 AT
12 WET	48 DEPOSIT	84 NOT	120 EXAMINE
13 AFTER	49 WORD	85 WITH	121 TWO
14 MOUNTAIN	50 LOOK	86 BEFORE	122 WERE
15 SUN	51 ARE	87 PALACE	123 GO
16 PRAY	52 NEST	88 -	124 COMBINE
17 TABLET	53 WHICH	89 IT	125 CROWS
18 EAST	54 CHALICE	90 MUST	126 FIND
19 MAKE	55 A	91 FOUNTAIN	127 MORE
20 HARD	56 HUMPTY	92 FOOT	128 STRAND
21 WALK	57 YOUR	93 DEVOUT	129 TORCH
22 GOODS	58 GETTING	94 WAY	130 KEY
23 BE	59 SAIL	95 SANDALS	131 ONCE
24 GROUND	60 ITS	96 DUMPTY	132 THAN
25 EVENT	61 WHAT	97 FROM	133 ROCKY
26 YOU	62 ANCHOR	98 THEY	134 STALACTITE
27 PLACE	63 TAKE	99 DROP	135 PIT
28 FEET	64 DOWN	100 RIGHT	136 MASK
29 SECOND	65 REMEMBER	101 USED	137 TIE
30 SPECIFIC	66 DIG	102 THINGS	138 ROPE
31 CYCLOPS	67 FILL	103 WEAR	139 INTO
32 RANDOM	68 KEEP	104 GLOBE	140 BEHIND
33 STONE	69 ONE	105 DROPPED	
34 INVENTORY	70 TAKING	106 CLOSE	
35 AND	71 COME	107 PROTECT	
36 UP	72 UNCOVERED	108 THEM	

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